



# COMPUTER PROGRAMS



## THIS ISSUE SUMMARY OF PROGRAMS

DEAR READERS,

IN THE PAST WE HAVE PUBLISHED VERY FEW GAME PROGRAMS, PLACING MORE EMPHASIS ON EDUCATIONAL, BUSINESS AND HOME ECONOMICS.

WE NOW FEEL THAT IT IS TIME TO SHOW OUR GAME LOVERS THAT THEY ARE NOT BEING NEGLECTED.

IN THIS ISSUE WE HAVE CHOSEN AN ASSORTMENT OF GAMES THAT ARE CERTAIN TO PLEASE.

HAVE FUN WITH THEM UNTIL OUR CHRISTMAS ISSUE ARRIVES IN NOVEMBER. AGAIN, ANOTHER ISSUE THAT WILL BE WORTH WAITING FOR.

CONTEST WINNERS WILL BE ANNOUNCED IN OUR NOVEMBER ISSUE

WE ARE NOW A BI-MONTHLY

### SPECIAL GAME ISSUE

1. ADVERTISING INFORMATION
2. GAME LORDS
3. SUBSCRIPTION INFORMATION
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FAST DRAW
6. STICKS  
ELECTRONIC DICE  
SLOT MACHINE
8. BOMB SQUAD
9. BOMB SQUAD
10. BIORYTHM
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13. 2K LASER BLASTER
14. GAME LORDS





COMPUTER PROGRAMS

## ADVERTISING RATES AND CONDITIONS

| Format                  | Size* |        | 1 X                           | 2 X     | 3 X     |
|-------------------------|-------|--------|-------------------------------|---------|---------|
|                         | Width | Length | *No charge for ad reductions. |         |         |
| Full Page .....         | 7¾"   | x 10½" | \$75.00                       | \$70.00 | \$65.00 |
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| 2 inch .....            | 3¾"   | x 2 "  | \$10.00                       | \$ 9.00 | \$ 8.00 |
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**FORMAT:** Black and white only at present time. Provided that sharp, clean copy is available, an ad may be reproduced from an ad in another publication.

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**PUBLISHING FREQUENCY:** Monthly

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Advertisement Size \_\_\_\_\_ Number of Insertions \_\_\_\_\_

Month(s) of JANUARY  
JULY

MARCH  
SEPTEMBER

MAY  
NOVEMBER

TOTAL CHARGES \$ \_\_\_\_\_

Please publish our ad as outlined above. Our check is enclosed payable to Basic along with our camera-ready artwork. I have read and understand the terms of this agreement.

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

SIGNED \_\_\_\_\_ DATE \_\_\_\_\_

# **The Ultimate in Computer Simulated Warfare for Timex Computers**



**INVASION OF RUSSIA, JULY, 1941**

**16K, 32K, & T/S 2068**

**and**

## **FALL of the THIRD REICH**

**DECEMBER, '44 TO APRIL, '45**

**T/S 2068**

### **WAR IN THE EAST**

- Map of Eastern Europe, Western Soviet Union, from the Baltic to the Black Sea.
- Single-player game • Player's object to take and hold Moscow (If you can!)
- Supply line • Zone of Control • Rainy seasons and winter have effects on movements.
- 11 different types of divisions and brigades—Panzer, infantry, calvary, etc.
- 5 different possible combat results • Actual reinforcements.
- Different results each time played • 7 page rulebook.

### **FALL OF THE THIRD REICH**

- Map of Central Europe —Holland to Poland, from Denmark to Northern Italy.
- More involved than "War in the East" • Single-Player game (Germans) computer (Allies and Russians).
- A living nightmare for the Player —Must hold off the Allies and Russians for as long as possible.
- Effects of terrain, Zone of Control • Reinforcements • 1 hour to play.
- Multiple attacks • 7 page rulebook.

**16K..14.95 plus 2.00 S&H  
Others 17.95 plus 2.00 S&H**



**VISA & MASTERCARD WELCOME  
Dealer Inquiries Welcome  
MORE GAMES  
TO COME FOR T/S2068**

# **SHARP'S**

**127 NINE MILE RD. • SANDSTON, VA 23150 • (804) 737-4895**

# MATH & SCIENCE SOFTWARE

for your TS1000, 1500, & TS 2068

• **MATHEMATICS** ..... \$14.95 pp  
Linear regression, simultaneous equations, any base conversion, determinants, compute primes, GCD, LCM, roots of functions, solve triangles, and some vector operations.

• **THE CALCULUS** ..... \$14.95 pp  
Numerical integration, differentiation, 1,2,3rd derivatives of functions, & Gaussian quadrature, 1st,2nd order differential equations by Runge-Kutta and Adams-Moulton methods.

• **WEATHERCASTER** ..... \$14.95 pp  
Predict the local, short term weather (1800 possible predictions, with wind speed & direction) Also computes relative humidity, dew point, THI temperature-humidity index, and wind chill.

• **ASTROLOGY** ..... \$14.95 pp  
Compute astrology natal horoscope charts. Output includes Sun sign, ascendant, midheaven, planetary locations by sign, house & degree, Placidus house cusps, and the major "planetary" aspects.

- Prices include high quality cassette tape, booklet of instructions & sample problems, and shipping by first-class mail.
- SPECIFY COMPUTER MODEL WHEN ORDERING, PLEASE.



I. AUERSBACHER, M.S.  
41 King Street, A2  
Belleville, NJ 07109

# \$15

PLACE YOUR AD HERE

SEE RATE CHART ON PAGE ONE

ADVERTISING  
BASIC COMPUTER NEWSLETTER  
3705 BISCAYNE BOULEVARD  
MIAMI, FLORIDA 33137

## STAR-QUEST

The 13-star program is on one side of a cassette, and the 50-star version on the other. Both include more routines than have been published here, and are packed with additional information about the states.

FUN and EDUCATIONAL!

Written entirely in BASIC and completely explained.  
ONLY \$5.50 FOR BOTH - INCLUDES SHIPPING

Sandra Bray  
5530 Kathleen Ave.  
S L C, Utah 84120

## DISCOVER : A NEW SOURCE OF PROGRAM INFORMATION; BEYOND COMPARISON

BI-MONTHLY

WE ARE A BI-MONTHLY PUBLICATION.

OUR NEXT ISSUE WILL BE MAILED IN NOVEMBER.

SUBSCRIBE NOW AND RECEIVE OUR CHRISTMAS ISSUE FREE.

# basic

- FUN PROGRAMS
- HOME PROGRAMS
- EDUCATION PROGRAMS
- GRAPHICS PROGRAMS
- SURPRISE PROGRAMS
- SHORT PROGRAMS
- BUSINESS PROGRAMS
- LONG PROGRAMS
- HOW TO IMPROVE PROGRAMS

\*\*\* SUBSCRIBE NOW! \*\*\*

Enclosed is my check for \$12.95 US funds to cover a one year subscription. (6 ISSUES) Make check payable to **BASIC**

☐ ENCLOSED IS AN ORIGINAL, USABLE PROGRAM. I GET AN ADDITIONAL 2 ISSUES FREE.

(OFFER EXPIRES DEC.31, 1984)

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**BASIC** 3705 BISCAYNE BOULEVARD MIAMI, FL 33137



# BULLETIN BOARD

## PUBLIC NOTICE

DEAR READERS,

DURING THE PAST FEW MONTHS WE HAVE RECEIVED MANY DISCONCERTING LETTERS. LETTERS OF NEGATIVE CONNOTATION THAT PROMPTS US TO WRITE THIS EDITORIAL.

TRUE, MANY OF US HAVE BEEN STUNG FIRST, WHEN TIMEX SINCLAIR STOPPED PUBLISHING. AGAIN, WHEN SYNC STOPPED PUBLISHING. AND, AGAIN WHEN TIMEX SINCLAIR USER DECIDED TO STOP PRINTING.

HOWEVER, WE AT BASIC WISH NOT TO ABANDON OUR READERS. OUR GOALS ARE TO OFFER YOU THE BEST POSSIBLE PROGRAM REFERENCE MATERIAL AVAILABLE. TO UNDERSTAND THIS IS TO UNDERSTAND WHY WE MUST GO TO A BI-MONTHLY FORMAT. KEEP IN MIND THAT QUALITY TAKES MORE TIME TO PRESENT THAN WASTE. WE HOPE TO SUPPLY YOU THE READER, MATERIAL THAT YOU CAN USE AND APPRECIATE. THEREFORE, ALLOW US THE EXTRA TIME NEEDED TO ACHIEVE THIS AND WE ASSURE YOU THAT YOU WILL BE SATISFIED.

REMEMBER ALL SUBSCRIPTIONS ARE BASED ON ISSUES. THUS, IF YOU SUBSCRIBED TO 12 ISSUES THAT IS WHAT YOU SHOULD EXPECT TO RECEIVE. FURTHERMORE, CONSIDER YOURSELF A SELECT GROUP BECAUSE PRICES HAVE UNAVIDOABLY RISEN TO \$12.95 FOR 6 ISSUES.

WE HOPE THAT YOU WILL CONTINUE TO ENJOY OUR PUBLICATION AS YOUR CORRESPONDENCE HAS SO STRONGLY EMPHASIZED. YOUR PATRONAGE IS MOST ASSUREDLY APPRECIATED AND YOUR SUPPORT IS NECESSARY FOR OUR CONTINUED SUCCESS.

TRULY YOURS,

BASIC COMPUTER NEWSLETTER

## PROGRAM ERROR

IF YOU HAVE NOT ALREADY FOUND THE ERROR IN VOL.I NO.4 "SMALL CHANGES" LINE 1860 HERE IT IS...

LINE 1860 SHOULD READ:

1860 IF H\$="1" THEN INPUT O\$

\*\*\*\*\*

```
A * 1810 INPUT D$
A * 1820 PRINT D$
A * 1830 PRINT AT 18,0;"TO EDIT ENTE
      R NO. OR C"
A * 1840 INPUT H$
A * 1850 IF H$="1" THEN PRINT AT 10,
      11;"
A * 1860 IF H$="1" THEN INPUT A$
A * 1870 PRINT AT 10,11;O$
A * 1880 IF H$="2" THEN PRINT AT 11,
      11;"
A * 1890 IF H$="2" THEN INPUT B$
A * 1900 PRINT AT 11,11;B$
A * 1910 IF H$="3" THEN PRINT AT 12,
```

GARRY L. CAMPBELL

THANK YOU FOR SUBMITTING YOUR WORD PROCESSOR PROGRAM, PRINTED IN OUR LAST ISSUE.

DEAR READERS

BECAUSE OF THIS SPECIAL GAME ISSUE MANY OF OUR REGULAR COLUMNS WILL NOT APPEAR.

MARK AND TRACEY ZIGO HAVE SENT US MANY VALUABLE PROGRAMS. THE FOLLOWING TWO PROGRAMS ARE WRITTEN FOR THE UNEXPANDED TS-1000. THE FIRST PROGRAM IS CALLED SKY DIVER AND REQUIRES THE USER TO LAND A PARACHUTE ON A SMALL ISLAND USING THE "5" AND "8" ARROW KEYS. WINDS, SHARP PALM TREES AND A HUNGRY SHARK MAKES EACH LANDING VERY INTERESTING. THE SECOND PROGRAM IS CALLED FAST DRAW. THE USER HAS TEN CHANCES TO OUTDRAW BAD BART USING THE "F" KEY TO FIRE. YOUR RATING AS A GUNFIGHTER APPEARS AFTER THE TENTH SHOWDOWN WITH BART.

### SKI DIVER

```

30 GOSUB 800
40 GOSUB 700
50 CLS
60 LET S=0
70 LET Q=5
100 PRINT AT 20,0;"//////////
//////////
110 GOSUB 510
130 LET R=INT (3+RND*10)
140 LET Y=7
160 FOR P=1 TO 28
170 PRINT AT 6,P;">"
180 IF R=-1 THEN GOTO 260
190 IF P<R THEN GOTO 260
195 IF Y<=16 THEN GOSUB 530
210 PRINT AT Y-1,0;" ";AT Y,R;"
?"
220 LET Q=R
230 IF Y>16 THEN GOSUB 300
240 LET Y=Y+1
250 LET R=R+(INKEY$="8")-(INKEY$="5")
255 IF R<0 THEN LET R=0
260 NEXT P
270 PRINT AT 6,28;" "
280 GOTO 130
300 IF R=8 OR (Y=18 AND R=10) OR
R (Y=19 AND R=10) THEN GOTO 358
310 IF Y=19 AND R=9 THEN GOTO 4
50
320 IF Y=20 THEN GOTO 545
330 RETURN
358 PRINT AT 18,0;"OUCH"
359 GOSUB 510
360 GOTO 500
450 LET S=S+1
470 LET R=-1
475 GOSUB 510
480 GOTO 260
500 PRINT AT 10,0;"SCORE: ";S;A
T 12,0;"PLAY AGAIN? Y/N"
502 INPUT T$
503 IF T$="Y" THEN GOTO 50
505 IF T$<>"Y" THEN GOTO 502
510 PRINT AT 17,8;"*";AT 18,8;"
*";AT 19,8;"*";AT 19,8;"*";
520 RETURN
530 LET Z=INT (RND*3)-1
532 LET R=R+Z
538 IF R<0 THEN LET R=R+1
540 RETURN
545 PRINT AT 16,0;"SPLASH"
547 PAUSE 30
550 IF R<8 THEN GOTO 600
560 FOR W=30 TO R+1 STEP -1
570 PRINT AT 20,W-1;">/"

```

```

580 NEXT W
590 GOTO 630
600 FOR W=1 TO R-1
610 PRINT AT 20,W;"</"
620 NEXT W
630 PRINT AT 20,0;"//";AT 16,8;"
CHOMP--SHARKS GOT HIM"
635 PAUSE 30
640 GOTO 500
700 PRINT AT 10,10;"SKY DIVER"
710 PAUSE 300
720 RETURN
800 SLOW
810 PRINT AT 5,0;"YOU MUST LAND
A PARACHUTE ON A SMALL ISLAND
USING THE ""5"" AND ""8"" ARROW
KEYS."
820 PRINT AT 10,0;"WINDS, SHARP
PALM TREES AND A HUNGRY SHARK
MAKES EACH LANDING VERY INTERES
TING."
830 PAUSE 600
840 CLS
850 RETURN

```

### FAST DRAW

```

1 GOSUB 600
2 GOSUB 500
3 CLS
4 LET I=0
5 LET H=1
6 PRINT AT 15,19;"■";AT 16,19
"■";AT 17,17;"■";AT 18,17;"■
"■";AT 19,19;"■";AT 20,19;"■"
10 PRINT AT 3,0;"
4
15 IF I<>0 THEN RETURN
30 PAUSE 100
50 FOR I=1 TO 10
52 PRINT AT 2,0;"SHOW-DOWN ";I
55 PRINT AT 16,0;" ";A
T 17,0;"
60 LET X=(1+RND*10)*50
70 PAUSE X
75 IF INKEY$="F" THEN GOTO 400
80 PRINT AT 9,12;"DRAW"
90 PAUSE 10
100 IF INKEY$="F" THEN GOTO 200
110 IF RND>.5 THEN GOTO 100
120 PRINT AT 12,21;"■"
130 PAUSE 10
140 FOR Y=19 TO 10 STEP -1
150 PRINT AT 12,Y;"+"
160 NEXT Y
170 PRINT AT 12,8;"■"
190 GOTO 300
200 PRINT AT 12,9;"■"
210 PAUSE 10
220 FOR Y=11 TO 20
230 PRINT AT 12,Y;"+"
240 NEXT Y
250 PRINT AT 12,21;"■"
260 LET H=H+1
300 PAUSE 100
307 GOSUB 10
310 PRINT AT 9,12;" "
320 NEXT I

```

.....

\*\*\* BASIC COMPUTER PROGRAMS \*\*\*

## OUR NEXT ISSUE

DUE TO ARRIVE

IN NOVEMBER

MR. IMRE AUERSBACHER HAS ONE OF THE MOST IMPRESSIVE PROGRAM LIBRARIES EVER SENT TO US. HERE ARE A FEW GAMES THAT HE WISHES TO SHARE WITH OUR READERS. THANK YOU IMRE. GOOD LUCK WITH YOUR AD ON PAGE 3 IN THIS ISSUE.

## STICKS

THIS IS THE GAME OF STICKS. IT  
IS YOU AGAINST THE ALMIGHTY  
SINCLAIR COMPUTER. THE GAME IS  
PLAYED LIKE THIS:

YOU ARE ALLOWED TO MAKE THE FIRST MOVE, BY TAKING A NUMBER OF STICKS FROM THE BOARD (SCREEN). THE TURNS ALTERNATE BETWEEN YOU AND THE COMPUTER, AND WHOEVER TAKES THE LAST STICK LOSES. EACH GAME IS DIFFERENT, AS THE NUMBER OF STICKS AND THE MAXIMUM MOVE PER TURN IS RANDOM. THERE ARE TWO LEVELS OF PLAY, BEGINNER AND EXPERT...

STICKS 23

MAX MOVE 7

[illegible]

PLAYER MOVE: 7

```

3 SLOW
5 RAND
10 PRINT AT 2,3;"GAME OF STICK
5";AT 3,3;"==== == =====";AT 5,
4;"DIFFICULTY";AT 7,5;"1- NOVICE
";AT 8,5;"2- EXPERT";AT 21,1;"EN
TER OPTION:"
15 INPUT D
20 DIM Z$(30)
25 LET Y=INT (RND*21)+10
30 LET MM=INT (RND*7)+2
32 CLS
35 PRINT AT 1,2;"STICKS ";Y;"
"
36 PRINT AT 1,17;"MAX MOVE ";M
M
37 GOSUB 200
38 GOSUB 300
40 PRINT AT 7,3;"PLAYER MOVE:
"
45 INPUT PM
50 PRINT AT 7,16;PM
55 IF (PM<=0)+(PM>MM)+(PM>Y) T
HEN GOTO 40
60 LET Y=Y-PM
65 IF Y>0 THEN GOTO 80
68 PRINT AT 4,1;" ";AT 1,9;"0"
70 PRINT AT 7,3;"YOU LOSE, SUC
KER."
73 PAUSE 100
74 CLS
75 RUN
80 GOSUB 300
85 PRINT AT 1,2;"STICKS ";Y;"
"
88 LET Z=2**2**2**2
90 IF D<>2 THEN GOTO 110
95 LET Z=(Y-1)/(MM+1)
100 LET CM=(MM+1)*(Z-INT Z)+.01
105 GOTO 135
110 LET CM=INT (RND*MM)+1
115 IF Y<>1 THEN GOTO 130
120 LET CM=1
125 GOTO 145
130 IF Y<=MM THEN LET CM=Y-1
135 IF INT CM=0 THEN LET CM=1
140 LET CM=INT CM
145 PRINT AT 7,3;"COMPUTER TAKE
S:";CM
150 LET Y=Y-CM
155 IF Y<>0 THEN GOTO 170
158 PRINT AT 4,1;" ";AT 1,9;"0"
160 PRINT AT 7,3;".....YOU WIN.
"
163 PAUSE 100
164 CLS
165 RUN
170 GOSUB 300
172 PRINT AT 1,2;"STICKS ";Y;"
"
174 LET Z=2**2**2**2
175 GOTO 40
200 FOR Z=0 TO 63
210 PLOT Z,37
220 PLOT Z,32
230 NEXT Z
240 FOR Z=32 TO 37
250 PLOT 0,Z
260 PLOT 63,Z
270 NEXT Z
290 RETURN
300 PRINT AT 4,1;
305 DIM Z$(30)
308 FOR Z=1 TO Y
310 LET Z$(Z)="I"
315 NEXT Z
318 PRINT Z$
320 RETURN

```

## ELECTRONIC DICE

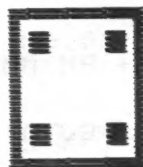
THIS PROGRAM IS SUITABLE FOR PLAYING A NUMBER OF DICE GAMES OR IT MAKES A GOOD SUBSTITUTE FOR A REAL PAIR OF DICE IN CASE YOU DON'T HAVE SOME AT HAND. OR YOU CAN USE IT TO "SPICE UP" SOME OF YOUR OLD BOARD GAMES.

A PAIR OF DICE IS DISPLAYED ON YOUR T.V. SCREEN. TO "ROLL" THE DICE SIMPLY PRESS ANY KEY EXCEPT THE BREAK KEY...

\* ELECTRONIC DICE \*



DIE 1



DIE 2

```

3 SLOW
5 RAND
10 GOSUB 300
15 LET A$=""
20 LET B$=""
25 LET C$=""
30 LET D$=""
35 LET E$=""
40 LET X$="INT (RND*6)+1"
45 LET A=VAL X$
50 LET B=VAL X$
55 GOSUB 100+10*(A-1)
60 GOSUB 200+10*(B-1)
70 IF INKEY$="" THEN GOTO 70
80 PRINT AT 3,2;E$;AT 5,2;E$;A
T 7,2;E$;AT 3,12;E$;AT 5,12;E$;A
T 7,12;E$
90 GOTO 45
100 PRINT AT 5,2;A$
105 RETURN
110 PRINT AT 3,2;B$;AT 7,2;C$
115 RETURN
120 PRINT AT 3,2;B$;AT 5,2;A$;A
T 7,2;C$
125 RETURN
130 PRINT AT 3,2;D$;AT 7,2;D$
135 RETURN
140 PRINT AT 3,2;D$;AT 5,2;A$;A
T 7,2;D$
145 RETURN
150 PRINT AT 3,2;D$;AT 5,2;D$;A
T 7,2;D$
155 RETURN
200 PRINT AT 5,12;A$
205 RETURN
210 PRINT AT 3,12;B$;AT 7,12;C$
215 RETURN
220 PRINT AT 3,12;B$;AT 5,12;A$
;AT 7,12;C$
225 RETURN
230 PRINT AT 3,12;D$;AT 7,12;D$
235 RETURN
240 PRINT AT 3,12;D$;AT 5,12;A$
;AT 7,12;D$
245 RETURN

```

```

250 PRINT AT 3,12;D$;AT 5,12;D$
;AT 7,12;D$
255 RETURN
300 FOR Z=2 TO 35
305 IF Z=16 THEN LET Z=22
310 PLOT Z,39
320 PLOT Z,26
330 NEXT Z
340 FOR Z=26 TO 39
350 PLOT Z,Z
360 PLOT 35,Z
370 PLOT 15,Z
380 PLOT 22,Z
390 NEXT Z
395 PRINT AT 0,0;"* ELECTRONIC
DICE *";AT 10,2;"DIE 1";AT 10,12
;"DIE 2"
400 RETURN

```

## SLOT MACHINE

HERE IS AN ENTERTAINING 2K PROGRAM. AN ELECTRONIC SLOT MACHINE YOU CAN USE FOR FUN OR PRACTICE JUST BEFORE YOU GO TO LAS VEGAS OR ATLANTIC CITY.

YOU ARE GIVEN \$20 TO START WITH (YOUR BANK ROLL) AND EACH PULL ON THE HANDLE WILL COST YOU \$1. TO "PULL THE HANDLE" ON THIS "ELECTRONIC SLOT MACHINE" JUST PRESS ANY KEY EXCEPT BREAK KEY.

\*\*\* \$1 SLOT MACHINE \*\*\*

|      |      |      |
|------|------|------|
| BELL | PLUM | BELL |
|------|------|------|

PAYOFF \$1      BANK= \$12

```

5 RAND
10 LET B=20
20 LET X$="LEMON PLUM ORANGE
BELL CHERRY-BAR- $100 $200 "
30 DIM Z$(8,6)
40 FOR Z=1 TO 8
50 LET Z$(Z)=X$(6*Z-5 TO 6*Z)
60 NEXT Z
70 GOSUB 400
90 IF INKEY$="" THEN GOTO 90
95 PRINT AT 8,10;" "
100 LET X$="INT (RND*8)+1"
102 LET B=B-1
105 PRINT AT 8,14;" BANK= $";B;
" "
110 LET X=VAL X$
120 PRINT AT 5,2;Z$(X)
130 LET Y=VAL X$
140 PRINT AT 5,10;Z$(Y)
150 LET Z=VAL X$
160 PRINT AT 5,18;Z$(Z)
200 PRINT AT 8,2;"PAYOFF $";
210 LET P=1E2*(X=7)*(Y=7)*(Z=7)
+2E2*(X=8)*(Y=8)*(Z=8)
220 IF P THEN GOTO 300
230 LET P=25*(X=5)*(Y=5)*(Z=5)+
50*(X=6)*(Y=6)*(Z=6)
240 IF P THEN GOTO 300

```



```

250 LET P=5*((X=5)*(Y=5)+(X=6)*(Y=6)+(X=4)*(Y=4))
260 IF P THEN GOTO 300
270 LET P=10*(X=Y)*(X=Z)
280 IF P THEN GOTO 300
290 LET P=2*(X=Y)+(X=Z)
300 PRINT P
302 LET B=B+P
305 PRINT AT 8,22;B;" "
310 IF B<=0 THEN GOTO 600
320 GOTO 90
400 FOR Z=2 TO 50
410 PLOT Z,35
420 PLOT Z,30
430 NEXT Z
440 FOR Z=30 TO 35
450 PLOT 2,Z
460 PLOT 50,Z
470 PLOT 18,Z
480 PLOT 34,Z
490 NEXT Z
500 PRINT AT 2,2;"*** $1 SLOT M
ACHINE ***"
510 PRINT AT 8,14;" BANK= $";B
520 RETURN
600 PRINT AT 12,6;"GAME OVER";A
T 14,6;"YOU LOSE....."

```

### BOMB SQUAD

WE CAN THANK PETER HOLLIS, WILSON, NC, FOR THE FOLLOWING FUN PACKED EXCITING MAZE GAME.

AS THE GAME CONTINUES THE MAZE BECOMES INCREASINGLY MORE DIFFICULT.

THANK YOU PETER. YOUR "BOMB SQUAD" IS DEFINITELY NOT A "BOMB".

INSTRUCTIONS ARE WRITTEN INTO THE TEXT...

```

5 REM LOAD "BOMB"
6 REM BOMB SQUAD
7 REM BY A. PETER HOLLIS
8 REM EXCLUSIVELY FOR
9 REM BASIC COMPUTER PROGRAMS
10 CLS
15 LET A$="OKAY? KEY-IN ""Y""-
YES OR ""N""-NO."
20 LET B$=""
25 LET C$="PLEASE KEY-IN AGAIN
30 GOSUB 960
35 PRINT AT 5,0;"THE MAD BOMBE
R HAS PLANTED HIS BOMBS (3) IN
THE WALLS AND HALLS OF THE FUN-HO
USE MAZES. MOST ARE FAKES, BUT ON
E IS REAL AND YOU (*) MUST FIND
IT AND, BY COVER-ING IT, DISAR
M IT. THE BOMB WILL GO OFF IF YOU
TOUCH THE MAZE, OR IF YOU TAKE T
OO LONG FINDING IT-AND IT MAY EX
PLODE WHEN YOU TRY TO DISARM IT.
";AT 16,9;"""J"" = LEFT";TAB 9;"
""L"" = RIGHT";TAB 9;"""A"" = UP
";TAB 9;"""X"" = DOWN";AT 21,1;"
PRESS ANY LETTER TO CONTINUE."
40 PAUSE 5E4
45 GOSUB 975
50 PRINT AT 5,0;"SCORES WILL B
E POSTED WHEN ALL THE PLAYERS H
AVE PERISHED. THE LONGER YOU SU
RVIVE, THE HIGHER YOUR SCORE. A

```

100 POINT BONUS WILL BE AWARD  
ED FOR EACH BOMB YOU SUCCESSFU  
LLY DISARM."

55 PRINT AT 12,0;"KEY-IN THE N  
UMBER OF PLAYERS:"

60 INPUT N\$  
65 PRINT AT 15,14;N\$;AT 21,0;A

\$  
70 INPUT Q\$  
75 IF Q\$="N" THEN PRINT AT 15,  
14;" ";AT 21,0;B\$;AT 21,0;C\$

80 IF Q\$="N" THEN GOTO 60  
85 IF Q\$<>"Y" THEN GOTO 70

90 GOSUB 975  
95 PRINT AT 8,0;"PLEASE KEY-IN  
YOUR FIRST NAME."

100 LET N=VAL N\$  
105 DIM P\$(N,10)  
110 FOR P=1 TO N

115 PRINT AT 11,2;"PLAYER NUMBE  
R ";P;" ";

120 INPUT P\$(P)  
125 PRINT AT 11,19;P\$(P)

130 PRINT AT 16,0;A\$  
135 INPUT Q\$  
140 IF Q\$="N" THEN PRINT AT 11,  
19;" ";AT 16,0;B\$;AT 16

,0;C\$  
145 IF Q\$="N" THEN GOTO 120  
150 IF Q\$<>"Y" THEN GOTO 135

155 PRINT AT 11,19;" "  
;AT 16,0;B\$

160 NEXT P  
165 GOSUB 975

170 REM \*\*\*\*\*~~UNTESTED~~  
175 DIM S(N)  
180 DIM O(N)

185 FOR P=1 TO N  
190 LET S(P)=0  
195 LET O(P)=0

200 NEXT P  
205 LET N1=0  
210 LET M=1

215 LET D\$=""  
220 LET E\$=""

225 REM \*\*\*\*\*~~END~~  
230 FOR P=1 TO N

235 IF O(P)=1 THEN GOTO 345  
240 LET T=100+INT (RND\*200)

245 PRINT AT 12,0;"PLAYER: ";P\$  
(P);TAB 0;"PRESS ANY LETTER, WAI  
T FOR MAZE."

250 PAUSE 5E4  
255 FAST

260 GOSUB 975  
265 IF M=1 THEN GOSUB 375  
270 IF M=2 THEN GOSUB 460

275 IF M=3 THEN GOSUB 520  
280 PRINT AT 20,0;"PLAYER: ";P\$  
(P)

285 SLOW  
290 PRINT AT B,A;" "

295 LET B=B+(INKEY\$="X")-(INKEY  
\$="A")

300 LET A=A+(INKEY\$="L")-(INKEY  
\$="J")

305 PRINT AT B,A;  
310 IF PEEK (PEEK 16398+PEEK 16

399\*256)=8 THEN GOTO 660  
315 IF B=Y AND A=X THEN GOTO 70

5  
320 LET T=T-1  
325 IF T=0 THEN GOSUB 745

330 LET S(P)=S(P)+1  
335 PRINT AT B,A;"\*"

340 GOTO 290  
345 NEXT P

350 IF N1=N THEN GOTO 875  
355 LET M=M+1

360 IF M>3 THEN LET M=1  
365 GOTO 230

370 REM \*\*\*\*\*~~MAZE 4~~  
375 GOSUB 635

380 FOR Y=6 TO 18  
385 PRINT AT Y,0;E\$

390 FOR X=16 TO 30 STEP 2

```

720 PRINT AT 7,0;"CONGRATULATIONS,";P$(P);TAB 0;"YOU HAVE SUCCESSFULLY DISARMED THE BOMB."
725 LET S(P)=S(P)+100

```

```

985 NEXT Y
990 RETURN
1000 REM *****
1001 SAVE "BOMB"
1002 RUN

```

ADVERTISING  
BASIC COMPUTER NEWSLETTER  
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MIAMI, FLORIDA 33137

# BASIC PRESENTS BIORHYTHM

## INSTRUCTIONS

IN THIS PROGRAM YOU ARE ASKED TO ENTER YOUR DATE OF BIRTH, AND DATE OF FORECAST. THE COMPUTER THEN CALCULATES WHERE YOU ARE IN EACH OF THE THREE BIORHYTHM CYCLES. THESE CYCLES ARE 23, 28 & 33 DAYS LONG, RESPECTIVELY: (PEAK) CONDITIONS ARE 1/4 OF THE WAY THROUGH A CYCLE, AND (LOW) ARE 3/4 OF THE WAY THROUGH. THE START/FINISH AND MID-POINTS OF EACH CYCLE ARE BELIEVED TO BE DANGER AREAS.

THIS PROGRAM CALCULATES EACH BIORHYTHM FROM A POSITIVE (1000) TO A NEGATIVE (-1000)

```

10 SLOW
20 GOSUB 900
30 GOSUB 1110
40 CLS
50 PRINT
60 PRINT
70 PRINT "ENTER DATE OF BIRTH:
80 PRINT "
90 PRINT "
100 CLEAR "
110 PRINT "
120 PRINT
130 PRINT "MONTH:";
140 INPUT B
150 PRINT B
160 PRINT
170 PRINT "DAY:";
180 INPUT C
190 PRINT C
200 PRINT
210 PRINT "YEAR:";
220 INPUT A
230 PRINT A
240 PAUSE 150
250 SLOW
260 LET A=A*365.25+B*30.4+C
270 CLS
280 PRINT
290 PRINT
300 PRINT "ENTER DATA FOR:
310 PRINT "
320 PRINT "
330 PRINT "
340 PRINT "MONTH:";
350 INPUT U
360 PRINT U
370 PRINT "DAY:";
380 INPUT Y
390 PRINT Y

```

```

400 PRINT "YEAR:";
410 INPUT G
420 PRINT G
430 PAUSE 150
440 LET B=G
450 LET C=U
460 LET D=Y
470 LET B=B*365.25+C*30.4+D-A
480 LET C=23
490 PRINT
500 PRINT "
510 PRINT
520 PRINT "PHYSICAL:";
530 GOSUB 700
540 LET C=28
550 PRINT "EMOTIONAL:";
560 GOSUB 700
570 LET C=33
580 PRINT "INTELLECTUAL:";
590 GOSUB 700
600 PRINT
610 PRINT "NOTE: 1000 WOULD BE
YOUR HIGH."
620 PRINT " AGAIN?(Y/N) OR (C)
TO COPY"
630 PRINT
640 PAUSE 4E4
650 IF INKEY$="C" THEN COPY
660 IF INKEY$="Y" THEN GOTO 270
670 IF INKEY$="N" THEN GOTO 720
680 GOTO 640
690 STOP
700 PRINT INT (100*SIN ((B-INT
(B/C)*C)/C*2*PI));"0/0"
710 RETURN
720 CLS
730 PRINT
740 PRINT
750 FOR I=1 TO 20
760 PRINT "
770 NEXT I
780 FOR X=1 TO 20
790 PRINT AT 8,8;"HAVE A GOOD D
AY"
800 PRINT AT 8,8;"HAVE A GOOD B
810 NEXT X
820 FOR D=1 TO 10
830 PRINT AT 10,9;"
840 PRINT AT 10,9;"
850 NEXT D
860 FOR I=1 TO 100
870 NEXT I
880 CLS
890 STOP
900 PRINT
910 PRINT
920 FOR I=1 TO 20
930 PRINT "
940 NEXT I
950 FOR L=1 TO 10
960 PRINT AT 8,8;"BASIC PRESENT
S"
970 PRINT AT 8,8;"BASIC PRESENT
S"
980 NEXT L
990 FOR Z=1 TO 10
1000 PRINT AT 10,8;"
1010 PRINT AT 10,8;"
1020 NEXT Z
1030 FOR X=1 TO 10
1040 PRINT AT 12,10;"(C) 1983"
1050 PRINT AT 12,10;"(C) 1983"
1060 NEXT X
1070 FOR L=1 TO 50
1080 NEXT L
1090 CLS
1100 RETURN
1110 CLS
1120 PRINT
1130 PRINT
1140 PRINT
1150 PRINT

```





```

410 CLS
420 PRINT AT 5,0;"MOVES USED UP
";AT 8,0;"YOU LOSE.";AT 21,4;"A
NOTHER GAME ? ";AT 21,4;"N"
425 PAUSE 4E4
430 IF INKEY$="Y" THEN RUN
440 IF INKEY$="N" THEN GOTO 520

```

```

0
445 GOTO 425
450 FAST
460 CLS
470 GOTO 110
1700 REM POISON EATEN PENALTY
1710 PRINT AT R,C;" "
1720 LET I=I+INT (RND*5)+6
1730 LET R=NR
1740 LET C=NC
1750 FOR V=1 TO 6
1760 PRINT AT R,C;"█";AT R,C;" "
;AT R,C;"█";AT R,C;" "
1770 NEXT V
1780 IF I>=J THEN GOTO 410
1790 PRINT AT 21,8;J-I;" "
1800 NEXT I
2600 REM STAR EATEN --- BONUS
2610 FAST
2620 LET I=I-3
2630 LET K=K-1
2640 IF K=0 THEN GOTO 3000
2650 PRINT AT 21,8;J-I;" ";AT R
,C;" "
2660 LET R=NR
2670 LET C=NC
2680 SLOW
2690 NEXT I
3000 REM YOU WIN --- GAME ENDS
3010 CLS
3020 PRINT AT 5,0;"CONGRATULATIO
NS.";AT 8,5;"YOU GOT THEM ALL...
";AT 10,5;"WITH ";J-I;" MOVES TO
SPARE.";AT 21,3;"ANOTHER GAME ?
";AT 21,3;"N"

```

```

3030 SLOW
3035 PAUSE 4E4
3040 IF INKEY$="Y" THEN RUN
3050 IF INKEY$="N" THEN GOTO 520
0
3055 GOTO 3035
3060 FAST
3070 CLS
3080 GOTO 110
5000 REM SET THE GAME SCREEN
5010 LET K=INT (RND*16)+15
5020 LET J=(INT (RND*(K*2)))+50
5030 FOR I=1 TO K
5040 LET R=INT (RND*21)
5050 LET C=INT (RND*32)
5060 PRINT AT R,C;
5070 IF PEEK (PEEK 16398+256*PEE
K 16399)<>0 THEN GOTO 5040
5080 PRINT AT R,C;"*"
5090 IF (INT (I/2))*2=I THEN NEX
T I
5100 LET R=INT (RND*21)
5110 LET C=INT (RND*32)
5120 PRINT AT R,C;
5130 IF PEEK (PEEK 16398+256*PEE
K 16399)<>0 THEN GOTO 5100
5140 PRINT AT R,C;" "
5150 NEXT I
5160 LET R=21
5170 LET C=15
5180 PRINT AT 21,0;"MOVES = ";J
5190 RETURN
5200 CLS
5210 PRINT AT 10,8;"SEE YOU LATE
R"

```

## BOMB DOG

HERE YOU MUST FIND THE BOMB BEFORE IT EXPLODES. IF YOU COME WITHIN FIVE MOVES OF THE BOMB THEN A WARM SIGNAL WILL FLASH AT THE BOTTOM OF THE SCREEN...

```

*
*
*
*
*
*
*
*
*****#
*****
*****

```

```

5 CLS
10 REM BOMB DOG
20 RAND 0
30 LET X=0
40 LET Y=X
50 LET A$=""
60 LET B$=""
70 LET C$=""
72 LET D$=""
74 LET E$=""

```

```

80 LET H=X
90 LET A=INT (RND*30)+1
100 LET B=INT (RND*20)+1
110 LET C=A-5
120 LET D=A+5
130 LET E=B-5
140 LET F=B+5
150 LET X=INT (RND*30)+1
160 IF ABS (A-X)<10 THEN GOTO 1
50
170 LET Y=INT (RND*20)+1
180 IF ABS (B-Y)<8 THEN GOTO 17
0
190 PRINT AT 0,0;C$;C$;C$;C$;AT
21,0;C$;C$;C$;C$
200 FOR Z=1 TO 20
210 PRINT AT Z,0;"█";AT Z,31;"█"
220 NEXT Z
230 LET M=0
240 LET K=INT (RND*50)+26
250 POKE 16437,255
260 POKE 16436,255
270 SLOW
280 PRINT AT Y,X;" ";AT Y,X;"*"
290 IF INKEY$="" THEN GOTO 280
300 LET Z=CODE INKEY$
310 IF Z<33 OR Z>36 THEN GOTO 2
80
320 GOTO (Z-29)*100

```

# 2K LASER BLASTER

THIS NIFTY LITTLE PROGRAM ALLOWS YOU TEN CHANCES TO BLAST THE ALIEN SHIP OUT OF THE SKY. TO FIRE, PRESS ANY KEY EXCEPT BREAK.

```

400 LET X=X-1
410 IF X<1 THEN LET X=1
420 GOTO 800
500 LET Y=Y+1
510 IF Y>20 THEN LET Y=20
520 GOTO 800
600 LET Y=Y-1
610 IF Y<1 THEN LET Y=1
620 GOTO 800
700 LET X=X+1
710 IF X>30 THEN LET X=30
800 IF X=A AND Y=B THEN GOTO 10
00
810 LET M=M+1
820 IF M>K THEN GOTO 2000
830 PRINT AT Y,X;"*"
840 IF X>C AND X<D AND Y>E AND
Y<F THEN PRINT AT 21,12;A$;AT 21
,12;B$;AT 21,12;A$;AT 21,12;B$;A
T 21,12;B$;AT 21,12;C$
850 GOTO 290
1000 LET F=INT ((100000/((65535-
PEEK 16436-256*PEEK 16437)/60)))+(
(100000/M))
1010 FOR Z=1 TO 21
1020 PRINT AT B,A;" ";AT B,A;"B"
;AT B,A;"B"
1030 NEXT Z
1040 IF F>H THEN LET H=F
1050 PRINT AT 0,2;"SCORE ";F;"
HIGHEST ";H;AT 21,7;"ANOTHER
GAME?"
1055 PAUSE 4E4
1060 IF INKEY$="Y" THEN RUN
1070 IF INKEY$="N" THEN GOTO 300
0
1075 GOTO 1055
1080 FAST
1090 CLS
1100 GOTO 90
2000 PRINT AT B,A;"*";AT B,A;"*"
;AT B,A;"*";AT B,A;"*";AT B,A;"*
";AT B,A;"*";AT B,A;"*";AT B,A;"
"
2010 PRINT AT 9,0;"
";AT 6,0;D$;A
T 13,0;D$;AT 3,0;D$;AT 16,0;D$;A
T 0,0;D$;AT 19,0;D$
2020 PRINT AT 9,0;"
";AT 6,0;E$;A
T 13,0;E$;AT 3,0;E$;AT 16,0;E$;A
T 0,0;E$;AT 19,0;E$
2030 FAST
2040 CLS
2050 PRINT AT 2,6;"
";AT 3,6;"THE BOMB EXPLOD
ED";AT 4,6;"
";AT 8,11;"YOU LOSE";AT 10,0;"
";
AT 17,0;"HIGHEST SCORE SO FAR:
";H;AT 21,0;"ANOTHER GAME ? Y/N"
2060 SLOW
2065 PAUSE 4E4
2070 IF INKEY$="Y" THEN RUN
2080 IF INKEY$="N" THEN GOTO 300
0
2085 GOTO 2065
2090 FAST
2100 CLS
2110 GOTO 90
3000 CLS
3010 PRINT AT 11,10;"THANK YOU"

```

4 HITS

GO AGAIN? ☐ OR ☐

7 HITS

GO AGAIN? ☐ OR ☐

```

1 LET W=VAL "1"
2 LET F=VAL "5"
3 LET D=VAL "21"
4 LET U=VAL "30"
5 LET S=VAL "0"
6 FOR I=W TO VAL "10"
7 CLS
8 LET T=INT (RND*VAL "15")+F
9 PRINT AT T,U;"*"
10 FOR L=W TO D
11 PRINT AT L-U,W;" ";AT L,W
;"*";
12 IF INKEY$<>" " THEN GOTO VAL
"15"
13 NEXT L
14 GOTO D
15 PRINT AT L,VAL "4";"-----"
16 IF L<>T THEN GOTO D
17 FOR L=W TO F
18 PRINT AT T,U;"*";AT T,U;"*"
;AT T,U;" "
19 NEXT L
20 LET S=S+W
21 NEXT I
22 CLS
23 PRINT AT 2,1;S;" HITS";AT F
,U;"GO AGAIN? ☐ OR ☐
"
24 IF INKEY$=" " THEN GOTO VAL
"24"
25 IF INKEY$<>"N" THEN GOTO F

```



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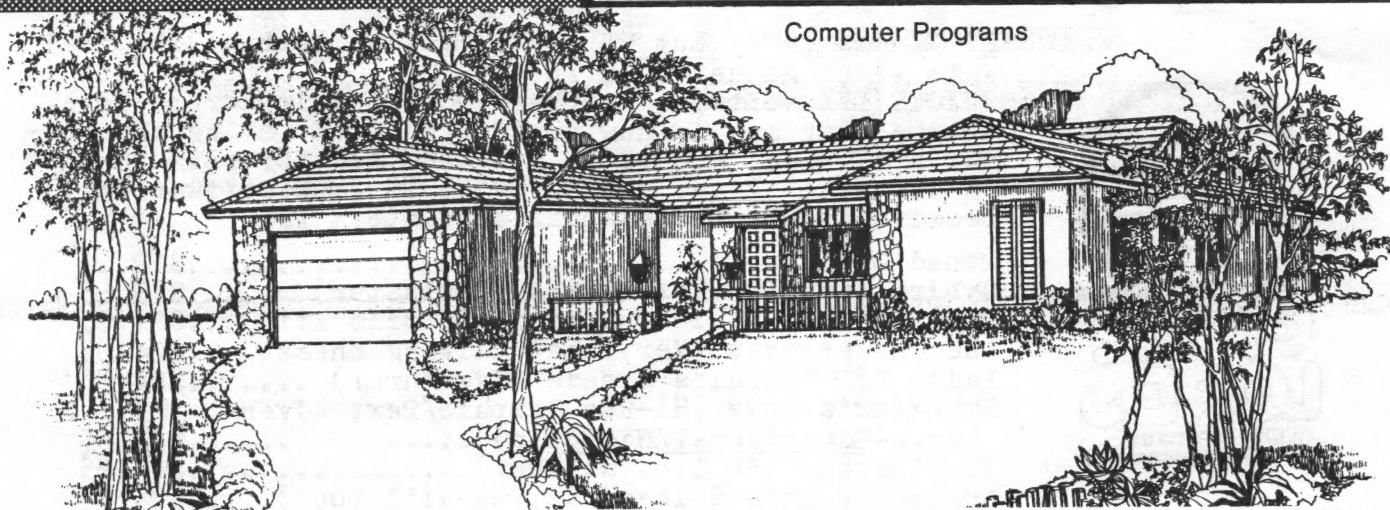
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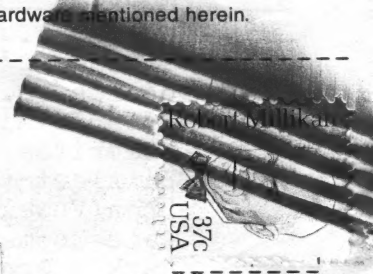
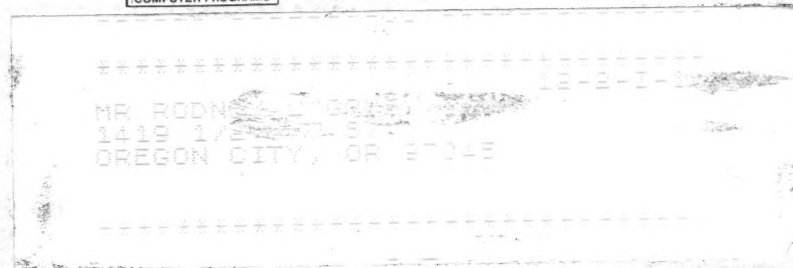
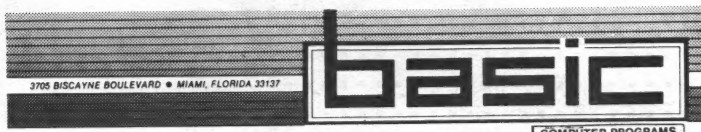
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